CONFLICT OF HEROES®

SOLO Expansion — Rules Summary

AtB Rulebook - v25 / Solo Rulebook - v58

'AI' = AI Units. 'Units' = Player Units.

SETUP (1.0)

1. **Choose Mission.**
2. **Place map and setup Units.**
3. **Mark starting VP level on the Solo Track Sheet**.
4. **Mark starting CAPs on the Solo Track Sheet.**
5. **Place Mission Track Marker on the '1 Start Mission' space of the Mission Track.**
6. **Sort Infantry and Vehicle Hit Counters into two face-down draw piles (or use draw cups/bags).**
7. **Place AI and 'No Enemy' counters into a Rumored Enemy Draw Pile (6.2).**
8. **Create an Action Card Draw Deck** - Sort out, shuffle, and then dealing yourself the number of Action Cards specified by the Mission.
9. **Create an Order Card Draw Deck** - Sort out and shuffle the Order Cards specified by the Mission.

GAME END AND VICTORY CONDITIONS (2.7)

A Mission ends **immediately** when the Mission Track Marker advances to or passes the last space on the Mission Track and any event listed on this last space has been resolved. A Mission may also end if either side no longer has combat effective (AR > 0) Units or AI remaining.

The side with the highest VP total is the winner.

If the Mission ends before the Mission Track is complete, all remaining Mission Track events with a yellow background are resolved before the Mission ends.

COMMAND ACTION POINTS (CAPs) (3.2)

Player CAPs may be spent to:
- Supplement a Unit's AP action (3.2.1).
- Execute a CAP action (3.2.2).
- Modify any dice roll (3.2.3).

AI CAPs - Some AI orders are followed by a CAP die roll modifier number (+1CAP or +2CAPs), which the AI adds to its attack roll against Units. If there are multiple Units in a target hex, the CAPs modifier is added only to the first attack roll. Since the AI does not have a CAP track, there is no need to record its CAPs use (4.3.1).

DESTROYED UNITS AND CAP ADJUSTMENTS (7.3)

Destroyed Units are removed from the game and placed on the Player's CAP track (7.4 AtB).

Destroyed AI are removed from the game. Then, draw and discard Order Cards from the Draw Deck until a blue Command Order Card is drawn and remove it from the game. Then reshuffle the Draw Deck, including any discarded cards. **If there is only one Command Order Card left in the deck, do not remove it.** (7.3.1)

ROUND SUMMARY (2.0)

A Round consists of alternating Player and AI turns. During a turn, **one action is taken**. An **action** is defined as any single thing a Unit or AI does, such as moving one hex (or several hexes with vehicles), attacking once, rallying, etc.

PLAYER TURN SUMMARY (2.1)

You **must take** only one of the following actions:

1. **Unit (AP) Action (3.1)**: Take one action with any **Fresh** Unit by spending APs. Afterwards, that Unit makes an **AP Spent Check** (3.1.1).
2. **Command (CAP) Action (3.2.2):** Take one action with any **Fresh or Spent** Unit by spending **only** CAPs. Do not make an AP Spent Check. The Unit's Spent or Fresh status **does not** change.
3. **Card Action (3.3)**: Play an Action Card from your hand. This may cost you either APs or CAPs, depending on the card. Make an AP Spent Check if you used APs to pay for the card action.
4. **Stall Action**: Take none of the above actions, but you must spend either 1AP with a Fresh unit or 1CAP. This keeps you from having to Pass.
5. **Pass**: Take none of the above actions and spend no AP or CAP. You may take additional actions during future turns. However, if you and the AI pass consecutively, the round is over.

After executing **one** of these actions and making an AP Spent Check, if necessary, play advances to the AI turn.

AI TURN SUMMARY (2.2)

Draw an Order Card and attempt to execute **one** AI order listed on it. If no order can be executed the **AI Passes (2.3.3)** and play advances to the Player's turn.

END ROUND (2.4)

A Round ends when:
- Both sides pass consecutively.
- A Counteraction (7.0), Mission Order (7.1), or Mission Event (7.2) specifically calls for the end of a round, no matter how many Units or AI from either side are Spent.

At the end of a round, you lose any unspent CAPs.

PRE-ROUND SEQUENCE (2.5)

Prior to a new round, perform these steps in order:

1. **Flip Spent Units and AI (including RE)** to their Fresh sides.
2. **Reshuffle Order Cards**, including discarded cards, into a new Draw Deck.
3. **Reduce or Remove Smoke Counters** (13.0 AtB).
4. **Reset Player's CAPs** to the starting value minus casualties (7.4.2 AtB).
5. **Draw Player's Action Card(s)** as specified by the Mission (8.0 AtB).
6. **Target Off-Board Player Artillery** that will resolve next round (12.1 AtB).
7. **Resolve Off-Board Player Artillery** targeted last round (12.1 AtB).
8. **Roll for Round Initiative (2.6).** Roll 2D6 to determine who takes the first turn in the new round. **You win initiative on a roll ≥ 8.** Before rolling, you may modify this roll with CAPs (3.2.3, 3.2.4).

MISSION TRACK ADVANCE (2.3.1)

⏱ At the top of some Green Cards is a condition to advance the Mission Track Marker by +1 or +2 spaces. This is only done when the card is drawn as an AI Order Card (not when drawn as a Spent Check).

Fresh / Spent Units and AI, Rumored Enemy counters (6.0), hidden Units, and Reinforcements arriving this round are included in the count. Non-combat counters, such as Trucks and Wagons, are not counted.

When the Mission Track Marker advances to a space, any listed Mission Event on that space is immediately executed (7.2). If the Mission Track moves 2 spaces, the first space's Mission Event is **also** executed if it is on a yellow background. If not on a yellow background, only the Mission Event on the final space the Mission track advances to is executed.

Mission Events are resolved as **Command Orders**. After the Mission Track Marker has been advanced and any Mission Events have been executed, the AI continues down the card to execute a Priority or Tactical Order.

As soon as the Mission Track Marker advances to or passes the last space of the Mission Track, the game is immediately over after the last Mission Track Event is resolved. No more actions are taken, the mission ends, and the victor is determined.

AI COMMAND ORDERS (4.3)

Some Order Cards have a blue background and are marked as 'Command Order' in the top ribbon. This designates that all Priority and Tactical orders on this card can be taken by a **Fresh or Spent** AI. AI that execute Command Orders do not make AP Spent Checks.

DISCARDING ORDER CARDS (3.1.3)

After an Order Card has been used for either a Spent Check or to determine the AI action, the card is discarded before any new Order Card is drawn. If at any time during a round there are no Order Cards remaining in the draw pile, reshuffle all discarded Order Cards into a new Draw Deck.

AP SPENT CHECK (Units and AI) (3.1.1)

After a Fresh Unit or AI executes an action that costs APs, it must immediately make an **AP Spent Check** to see if it becomes Spent or remains Fresh. Draw an Order Card and compare the **AP Spent Number** of this card against the AP cost of the action the Unit or AI just took.

If the action's AP cost is equal to or greater than the AP Spent Number, the Unit is marked 'Spent' by flipping its counter to the side with the red bar.

A Player can reduce his AP cost by supplementing part of the Unit action cost with CAPs (3.2.1).

Units drawing an AP Spent Check card with the 'Remain Fresh' symbol remain Fresh (3.1.2).

If a Unit or AI paid for an action entirely with CAPs, no AP Spent Check is taken (3.2.2).

When taking Group Actions (9.1), if the Spent Action Check fails, all of the involved Units are marked Spent.

RUMORED ENEMIES (REs) (6.0)

PLACING RUMORED ENEMY (6.0)

When an RE is called for by a Mission Event (7.2), an RE counter is placed on the map. The map placement location is listed on the Mission Track space or in the Mission Special Rules.

RUMORED ENEMY ACTIONS (6.1)

RE are treated like other AIs. RE have no facing but act, move, and execute orders just like other AI.

All RE have a red movement cost of 1 and an attack range of 5.

RE are considered to have the lowest AR when choosing an AI to take an action (5.1.1).

REVEALING RUMORED ENEMY (6.2)

An RE is revealed if:
- It occupies or moves into a 0 DM hex in any Unit's LOS.
- It is adjacent to a Unit.
- It attacks a Unit (6.2.1).
- A Unit attacks the RE and rolls a modified 2D6 roll ≥ 9 (6.2.2). If revealed, the Unit then uses this same die roll to execute its attack.

When an RE is revealed, pull a counter from the **Rumored Enemy Cup** (1.0). If an AI counter is drawn, it replaces the RE counter on the map at no AP cost. If the RE was Fresh, the new AI is placed as a Fresh AI facing the closest enemy Unit and should include in its Arc of Fire as many enemy Units as possible. If the RE was Spent, the new AI is placed on its Spent side.

If a **No Enemy** counter is drawn, the RE counter is removed from the map and the No Enemy counter is discarded from the game. It was a false rumor and no enemy was present in the hex.

RUMORED ENEMY ATTACKS UNIT (6.2.1)

If an Order Card orders the AI to attack and an RE is most eligible, then the RE is revealed (6.2).

- If a 'No Enemy' counter is drawn, the RE alarm was false. The RE counter is removed from the map, the drawn No Enemy counter is discarded, and the AI passes.
- If an AI counter is drawn, it is placed and attempts to complete the attack order. If the Target is at long range from the newly placed AI, and the card does not specifically order a long range attack, then the AI does not attack and passes.

PLAYER ATTACKS RUMORED ENEMY (6.2.2)

You may attack an RE in an attempt to reveal it. You attack as normal and may commit CAPs before the roll. If you score a modified 2D6 roll ≥ 9, the RE is revealed.

- If a 'No Enemy' counter is drawn, the attack is unsuccessful and your attacking Unit still makes an AP Spent Check, if necessary. The RE counter is removed from the map and the No Enemy counter is discarded.
- If an AI is drawn, it is placed with as many Units as possible in its Fire Zone. The Player's attack is then executed using the same die roll result that revealed the RE.

AI ORDER CARDS (4.1)

Order Cards determine all AI actions. The AI will attempt to execute only one order, starting with the first Priority Order then continuing down through the rest of the Priority and Tactical Orders.

Once an order is executed, other orders further down the card are ignored.

ELIGIBLE AIs (4.1.1)

- Fresh AI that can execute a listed order.
- Fresh or Spent AI that can execute a listed Command Order (4.3).

TARGETS (5.0) AND MISSION OBJECTIVES (4.1.4)

Targets are Units or Mission Objectives.

Player Control Markers are Mission Objectives. A Control Marker is not considered a Mission Objective if it is controlled by the AI.

Some Missions also specify additional Mission Objectives, such as board edges, map hexes (hill lines), etc.

Choosing the AI takes precedence over choosing the Target.

MISSION ORDERS (7.1)

If multiple AIs execute Mission Orders, all are affected by a single AP Spent Check.

AI PRIORITY ORDERS (4.1.2)

⬡ **CLOSE COMBAT (CC)**: A CC-eligible AI (5.1) that is in the same hex with a Unit will execute this order. If more than one AI is eligible, follow the Eligibility Priority guidelines (5.1.1) to determine which AI will attempt to complete the order. Some orders include several actions. Any AI in CC will first attempt to execute the first action. If no AI can execute it, the AI attempts to execute the second action to the right with any eligible AI. If it cannot execute any of the actions, the AI advances to the next order.

CC Order Descriptions:

- **Attack** - The AI will attack. However, if the AI is a MG, Mortar, or any other AI with a CC penalty, it must first attempt to Disengage instead of attacking.
- **Auto-Rally** - The hit AI will Auto-Rally at no AP cost.
- **Rally** - The Hit AI will Rally for 5APs, if not part of a Command Order.
- **Disengage** - The AI will take a Low Risk Move (5.3.2) out of the CC hex. This could include moving into the Unit's flank or towards cover. The first priority is to decrease the AI's risk, then moving towards a Mission Objective.

  Note: AI will not attack **into** a CC hex (5.1).

⬡ **SHORT RANGE**: An eligible AI, that occupies a hex adjacent to a Unit, will execute this order.

Short Range Order Descriptions:

- **Attack** - The AI will attack.
- **Group Attack** - The AI, and any AI adjacent to it, will Group Attack (9.1.2 AtB).
- **Pivot** - If the AI cannot attack and is flanked, it will pivot towards an adjacent Unit, covering as many Units in its Fire Zone as possible.
- **Rally** - The Hit AI will Rally for 5APs, if not part of a Command Order.

- **Disengage** - The AI will Low Risk Move (5.3.2). This could include moving into the Unit's flank or towards cover. The first priority is to decrease the AI's risk, then moving towards a Mission Objective.
- **Move Into CC** - The AI will move onto the adjacent Unit and into Close Combat.
- **Pivot and/or Attack** - The AI will attack. If the AI cannot attack because it is flanked, the AI will pivot towards the adjacent Unit and then attack, all in the same turn.

EXECUTE COUNTERACTIONS

Not all Order Cards will direct the AI to execute Counteractions (7.0). Each Mission description specifies its potential Counteractions. A Mission may include several Counteractions but only the first executable Counteraction is taken.

AI PASSES

Instead of "Execute Counteractions" some cards check to see if the AI passes. **Compare the number of Fresh AI to the number of Fresh Units, i**ncluding Reinforcements arriving this round**.

AI TACTICAL ORDERS (5.0)

A Card Order specifies which AI should execute the order, usually based on the AI's position relative to Units or Mission Objectives.

Eligibility Requirement Descriptions:

- **In Cover** - An AI or Unit in any hex with a Defense Modifier (DM).
- **In 0 DM Hex** - An AI or Unit that has no DM added to its Defense Value (DV).
- **Lowest DV** - The AI or Unit whose DV is the lowest. **DV = Defense Rating + DMs** (7.2 AtB). If the lowest DV AI or Unit is not eligible, the next lowest DV AI or Unit may be eligible.
- **Highest AR** - The AI or Unit that has the highest red or blue AR against any potential, eligible target. If the highest red or blue AR AI or Unit is not eligible, the next highest red or blue AR AI or Unit may be eligible, etc.
- **In Fire Zone** - A hex within LOS, Arc of Fire, and normal range of a unit with an AR ≥ 0.
- **Fresh** - An AI or Unit that **is not** Spent and may take AP actions.
- **Hit** - An AI or Unit with a Hit marker.
- **Unhit** - An AI or Unit with **no** Hit marker.
- **Just Acted** - A Unit that just took an action on the Player's last turn. If the Player passed, there is no Unit that 'just acted'.
- **Largest Group** - The largest (contiguously adjacent) group of AI. The largest group could potentially include only one AI.
- **In LOS** - An AI or Unit which has LOS to another Unit or AI.
- **Mobile** - Foot and Vehicle AI with an unmodified movement cost of no more than 1AP.
- **Mortar or Inf Gun** - An order that may only be executed by a Mortar or Infantry Gun.
- **RE** - An order that may only be executed by a Rumored Enemy (RE).
- **Spent** - An AI or Unit that is Spent and **cannot** take AP actions.
- **Target** - A Unit or Mission Objective.

READING TACTICAL ORDERS (5.0.1)

Each Order will define the **Target** as one of the Player's **Units** or a **Mission Objective**. Orders are read from left to right, so **choosing the AI takes precedence over choosing the target**. **Spent AI** cannot execute an Order and **are ignored**, unless it is a Command Order.

1. An Order first specifies the **AI Eligibility** requirement.
2. The Order also specifies the **Target Eligibility** requirement.
3. The eligible AI **must** take the bold red Action.
4. Identify all eligible AI which **can** execute the Action against eligible Targets. **Those AI that cannot execute the Action are ignored.**
5. Connecting identified eligible AIs and eligible Targets is a distance condition specifying which eligible AI will execute the order:
   - **Closest to** - AI which is **closest** to **its** closest Target.
   - **Farthest from** - AI which is **farthest** from **its** closest Target.
   - An AI **will always** execute an Order against the closest eligible Target.
6. If there are multiple eligible, equally distant AI or Targets, resolve ties using 5.1 and 5.2 priority.
7. If there are no eligible AI that can execute the Order against eligible Targets, the order is ignored and the AI attempts to execute the next Order on the card.

AI ATTACK ELIGIBILITY LIMITS (5.1)

The following criteria limit an AI's eligibility to execute an **Attack** Order:

- An AI will **not attack long range** (7.7.1 AtB), unless specified to do so by the order.
- An AI will **never attack** a Target if it needs a modified 2D6 result of **11 or higher** to hit.
- An AI will **never attack into a CC hex**.
- An AI with CC penalties (7.7.3 AtB, such as MGs and Mortars) will not move into CC and will attempt to disengage if in CC.

ELIGIBLE AI ATTACK/MOVE PRIORITY (5.1.1, 5.2.1)

If more than one eligible AI is equally distant to a Target, the order will be executed by an:

1. **Unhit AI** before a Hit AI. If multiple eligible AI are Unhit, then
2. **To Move:** The AI with the **lowest cost to move,**

   To Fire: The AI with the **highest AR**. If more than one eligible AI has the same highest AR, then the **lowest cost to attack** has priority. If still tied, the AI **in the highest DM hex** will fire, then
3. Randomly determine which AI executes the order.

TARGET HIERARCHY FOR AI ATTACKS (5.1.2)

If eligible AI can execute an Attack against multiple, equally distant Units, then execute the order against:

- The Unit that is **easiest** to hit (lowest total DV), then
- The **Hit Unit**, then
- The **Fresh Unit**, then
- The Unit with the **highest AR**, then
- The unit with the **lowest cost to attack**, then
- The unit with the **lowest cost to move**, then
- Randomly determine a Unit.

AI MOVEMENT (5.2)

Towards - AI movement that does **not increase** the number of hexes to the Target. If an AI cannot move in a way that decreases the number of hexes to a target, it may instead **move into a target's flank**, **move into cover**, or **pivot**, as long as the number of hexes to the target does not increase.

Fire Zone (FZ) - A hex within LOS, Arc of Fire, and normal range of a unit with an AR ≥ 0.

TARGET HIERARCHY FOR AI MOVES (5.2.2)

If both a Unit and a Mission Objective are eligible to be moved towards, the AI will move towards the target listed first in the card's order.

If the eligible AI can execute a Move order against multiple, equally distant Units, then execute the order against:

1. The **Spent Unit**, then
2. The **Hit Unit**, then
3. The **Unit closest to a Mission Objective**, then
4. Randomly determine a Unit.

AI HEX MOVEMENT HIERARCHY (5.3)

Sometimes an AI can execute a Move order into more than one hex. In this case the AI will move:

1. To a hex that is **a fewer number of hexes away from the Target**, then
2. **Out of a Fire Zone**, then
3. Into the **highest DM hex**, then
4. **Towards an enemy's flank**, then
5. Randomly determine the hex the AI will move into.

AI FACING HIERARCHY (5.3.1)

When moving or pivoting, AI should always end up facing a hexside that includes in its Arc of Fire:

- The enemy Unit closest to it, then
- Its Mission Objective, then
- The most enemy Units in its LOS.

AI LOW RISK MOVE (5.3.2)

These Low Risk move restrictions are in addition to the AI Hex Movement Hierarchy above:

- AI **will not move into CC** or into a **Short Range** Fire Zone.
- **If not in a Fire Zone**, the AI:
  1. Will move into another non-Fire Zone hex, then
  2. Will move into a Fire Zone hex that has a DM.
- **If in a Fire Zone**, the AI:
  1. Will move into a non-Fire Zone hex, then
  2. Will move into a Fire Zone hex that has the same or higher DM as the AI's starting hex DM, then
  3. Will move towards the Target's flank (if the AI cannot move closer and the hex is the same or higher DM or not in a Fire Zone), then
  4. Will pivot towards a flanking Unit if the AI cannot move.

STACKING (5.5)

AIs never stack with other AIs, unless being transported or ordered to do so in the Mission. If an AI move would stack it with another AI, it must move into a different hex or, if this is not possible or against orders, not move at all and another eligible AI moves instead.

SETUP (1.0)

1. **Choose Mission.**
2. **Place map and setup Units.**
3. **Mark starting VP level on the Solo Track Sheet.**
4. **Mark starting CAPs on the Solo Track Sheet.**
5. **Place Mission Track Marker on the '1 Start Mission' space of the Mission Track.**
6. **Sort Infantry and Vehicle Hit Counters into two face-down draw piles (or use draw cups/bags).**
7. **Place AI and 'No Enemy' counters into a Rumored Enemy Draw Pile** (6.2).
8. **Create an Action Card Draw Deck** - Sort out, shuffle, and then dealing yourself the number of Action Cards specified by the Mission.
9. **Create an Order Card Draw Deck** - Sort out and shuffle the Order Cards specified by the Mission.

GAME END AND VICTORY CONDITIONS (2.7)

A Mission ends **immediately** when the Mission Track Marker advances to or passes the last space on the Mission Track and any event listed on this last space has been resolved. A Mission may also end if either side no longer has combat effective (AR > 0) Units or AI remaining.

The side with the highest VP total is the winner.

If the Mission ends before the Mission Track is complete, all remaining Mission Track events with a yellow background are resolved before the Mission ends.

COMMAND ACTION POINTS (CAPs) (3.2)

Player CAPs may be spent to:
- Supplement a Unit's AP action (3.2.1).
- Execute a CAP action (3.2.2).
- Modify any dice roll (3.2.3).

AI CAPs - Some AI orders are followed by a CAP die roll modifier number (+1CAP or +2CAPs), which the AI adds to its attack roll against Units. If there are multiple Units in a target hex, the CAPs modifier is added only to the first attack roll. Since the AI does not have a CAP track, there is no need to record its CAPs use (4.3.1).

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Destroyed Units are removed from the game and placed on the Player's CAP track (7.4 AtB).

Destroyed AI are removed from the game. Then, draw and discard Order Cards from the Draw Deck until a blue Command Order Card is drawn and remove it from the game. Then reshuffle the Draw Deck, including any discarded cards. **If there is only one Command Order Card left in the deck, do not remove it.** (7.3.1)

ROUND SUMMARY (2.0)

A Round consists of alternating Player and AI turns. During a turn, **one action is taken**. An **action** is defined as any single thing a Unit or AI does, such as moving one hex (or several hexes with vehicles), attacking once, rallying, etc.

PLAYER TURN SUMMARY (2.1)

You **must take** only **one** of the following actions:

1. **Unit (AP) Action** (3.1): Take one action with any **Fresh** Unit by spending APs. Afterwards, that Unit makes an **AP Spent Check** (3.1.1).
2. **Command (CAP) Action** (3.2.2): Take one action with any **Fresh or Spent** Unit by spending **only** CAPs. Do not make an AP Spent Check. The Unit's Spent or Fresh status **does not** change.
3. **Card Action** (3.3): Play an Action Card from your hand. This may cost you either APs or CAPs, depending on the card. Make an AP Spent Check if you used APs to pay for the card action.
4. **Stall Action**: Take none of the above actions, but you must spend either 1AP with a Fresh unit or 1CAP. This keeps you from having to Pass.
5. **Pass**: Take none of the above actions and spend no AP or CAP. You may take additional actions during future turns. However, if you and the AI pass consecutively, the round is over.

After executing **one** of these actions and making an AP Spent Check, if necessary, play advances to the AI turn.

AI TURN SUMMARY (2.2)

Draw an Order Card and attempt to execute **one** AI order listed on it. If no order can be executed the **AI Passes** (2.3.3) and play advances to the Player's turn.

END ROUND (2.4)

A Round ends when:
- Both sides pass consecutively.
- A Counteraction (7.0), Mission Order (7.1), or Mission Event (7.2) specifically calls for the end of a round, no matter how many Units or AI from either side are Spent.

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1. **Flip Spent Units and AI (including RE)** to their Fresh sides.
2. **Reshuffle Order Cards**, including discarded cards, into a new Draw Deck.
3. **Reduce or Remove Smoke Counters** (13.0 AtB).
4. **Reset Player's CAPs** to the starting value minus casualties (7.4.2 AtB).
5. **Draw Player's Action Card(s)** as specified by the Mission (8.0 AtB).
6. **Target Off-Board Player Artillery** that will resolve next round (12.1 AtB).
7. **Resolve Off-Board Player Artillery** targeted last round (12.1 AtB).
8. **Roll for Round Initiative** (2.6). Roll 2D6 to determine who takes the first turn in the new round. **You win initiative on a roll ≥ 8.** Before rolling, you may modify this roll with CAPs (3.2.3, 3.2.4).

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- It attacks a Unit (6.2.1).
- A Unit attacks the RE and rolls a modified 2D6 roll ≥ 9 (6.2.2). If revealed, the Unit then uses this same die roll to execute its attack.

When an RE is revealed, pull a counter from the **Rumored Enemy Cup** (1.0). If an AI counter is drawn, it replaces the RE counter on the map at no AP cost. If the RE was Fresh, the new AI is placed as a Fresh AI facing the closest enemy Unit and should include in its Arc of Fire as many enemy Units as possible. If the RE was Spent, the new AI is placed on its Spent side.

If a **No Enemy** counter is drawn, the RE counter is removed from the map and the No Enemy counter is discarded from the game. It was a false rumor and no enemy was present in the hex.

RUMORED ENEMY ATTACKS UNIT (6.2.1)

If an Order Card orders the AI to attack and an RE is most eligible, then the RE is revealed (6.2).

- If a 'No Enemy' counter is drawn, the RE alarm was false. The RE counter is removed from the map, the drawn No Enemy counter is discarded, and the AI passes.
- If an AI counter is drawn, it is placed and attempts to complete the attack order. If the Target is at long range from the newly placed AI, and the card does not specifically order a long range attack, then the AI does not attack and passes.

PLAYER ATTACKS RUMORED ENEMY (6.2.2)

You may attack an RE in an attempt to reveal it. You attack as normal and may commit CAPs before the roll. If you score a modified 2D6 roll ≥ 9, the RE is revealed.

- If a 'No Enemy' counter is drawn, the attack is unsuccessful and your attacking Unit still makes an AP Spent Check, if necessary. The RE counter is removed from the map and the No Enemy counter is discarded.
- If an AI is drawn, it is placed with as many Units as possible in its Fire Zone. The Player's attack is then executed using the same die roll result that revealed the RE.

AI ORDER CARDS (4.1)

Order Cards determine all AI actions. The AI attempt to execute only one order, starting with the first Priority Order then continuing down through the rest of the Priority and Tactical Orders.

Once an order is executed, other orders further down the card are ignored.

ELIGIBLE AIs (4.1.1)

- Fresh AI that can execute a listed order.
- Fresh or Spent AI that can execute a listed Command Order (4.3).

TARGETS (5.0) AND MISSION OBJECTIVES (4.1.4)

Targets are Units or Mission Objectives.

Player Control Markers are Mission Objectives. A Control Marker is not considered a Mission Objective if it is controlled by the AI.

Some Missions also specify additional Mission Objectives, such as board edges, map hexes (hill lines), etc.

Choosing the AI takes precedence over choosing the Target.

MISSION ORDERS (7.1)

If multiple AIs execute Mission Orders, all are affected by a single AP Spent Check.

AI PRIORITY ORDERS (4.1.2)

⬡ **CLOSE COMBAT (CC)**: A CC-eligible AI (5.1) that is in the same hex with a Unit will execute this order. If more than one AI is eligible, follow the Eligibility Priority guidelines (5.1.1) to determine which AI will attempt to complete the order. Some orders include several actions. Any AI in CC will first attempt to execute the first action. If no AI can execute it, the AI attempts to execute the second action to the right with any eligible AI. If it cannot execute any of the actions, the AI advances to the next order.

CC Order Descriptions:

- **Attack** - The AI will attack. However, if the AI is a MG, Mortar, or any other AI with a CC penalty, it must first attempt to Disengage instead of attacking.
- **Auto-Rally** - The hit AI will Auto-Rally at no AP cost.
- **Rally** - The Hit AI will Rally for 5APs, if not part of a Command Order.
- **Disengage** - The AI will take a Low Risk Move (5.3.2) out of the CC hex. This could include moving into the Unit's flank or towards cover. The first priority is to decrease the AI's risk, then moving towards a Mission Objective.

  Note: AI will not attack **into** a CC hex (5.1).

⬡⬡ **SHORT RANGE**: An eligible AI, that occupies a hex adjacent to a Unit, will execute this order.

Short Range Order Descriptions:

- **Attack** - The AI will attack.
- **Group Attack** - The AI, and any AI adjacent to it, will Group Attack (9.1.2 AtB).
- **Pivot** - If the AI cannot attack and is flanked, it will pivot towards an adjacent Unit, covering as many Units in its Fire Zone as possible.
- **Rally** - The Hit AI will Rally for 5APs, if not part of a Command Order.

- **Disengage** - The AI will Low Risk Move (5.3.2). This could include moving into the Unit's flank or towards cover. The first priority is to decrease the AI's risk, then moving towards a Mission Objective.
- **Move Into CC** - The AI will move onto the adjacent Unit and into Close Combat.
- **Pivot and/or Attack** - The AI will attack. If the AI cannot attack because it is flanked, the AI will pivot towards the adjacent Unit and then attack, all in the same turn.

EXECUTE COUNTERACTIONS

Not all Order Cards will direct the AI to execute Counteractions (7.0). Each Mission description specifies its potential Counteractions. A Mission may include several Counteractions but only the first executable Counteraction is taken.

AI PASSES

Instead of "Execute Counteractions" some cards check to see if the AI passes. **Compare the number of Fresh AI to the number of Fresh Units,** including Reinforcements arriving this round.

AI TACTICAL ORDERS (5.0)

A Card Order specifies which AI should execute the order, usually based on the AI's position relative to Units or Mission Objectives.

Eligibility Requirement Descriptions:

- **In Cover** - An AI or Unit in any hex with a Defense Modifier (DM).
- **In 0 DM Hex** - An AI or Unit that has no DM added to its Defense Value (DV).
- **Lowest DV** - The AI or Unit whose DV is the lowest. **DV = Defense Rating + DMs** (7.2 AtB). If the lowest DV AI or Unit is not eligible, the next lowest DV AI or Unit may be eligible.
- **Highest AR** - The AI or Unit that has the highest red or blue AR against any potential, eligible target. If the highest red or blue AR AI or Unit is not eligible, the next highest red or blue AR AI or Unit may be eligible, etc.
- **In Fire Zone** - A hex within LOS, Arc of Fire, and normal range of a unit with an AR ≥ 0.
- **Fresh** - An AI or Unit that **is not** Spent and may take AP actions.
- **Hit** - An AI or Unit with a Hit marker.
- **Unhit** - An AI or Unit with **no** Hit marker.
- **Just Acted** - A Unit that just took an action on the Player's last turn. If the Player passed, there is no Unit that 'just acted'.
- **Largest Group** - The largest (contiguously adjacent) group of AI. The largest group could potentially include only one AI.
- **In LOS** - An AI or Unit which has LOS to another Unit or AI.
- **Mobile** - Foot and Vehicle AI with an unmodified movement cost of no more than 1AP.
- **Mortar or Inf Gun** - An order that may only be executed by a Mortar or Infantry Gun.
- **RE** - An order that may only be executed by a Rumored Enemy (RE).
- **Spent** - An AI or Unit that is Spent and **cannot** take AP actions.
- **Target** - A Unit or Mission Objective.

READING TACTICAL ORDERS (5.0.1)

Each Order will define the **Target** as one of the Player's **Units** or a **Mission Objective**. Orders are read from left to right, so **choosing the AI takes precedence over choosing the target**. **Spent AI** cannot execute an Order and **are ignored**, unless it is a Command Order.

1. An Order first specifies the **AI Eligibility** requirement.
2. The Order also specifies the **Target Eligibility** requirement.
3. The eligible AI **must** take the bold red Action.
4. Identify all eligible AI which **can** execute the Action against eligible Targets. **Those AI that cannot execute the Action are ignored.**
5. Connecting identified eligible AIs and eligible Targets is a distance condition specifying which eligible AI will execute the order:
   - **Closest to** - AI which is **closest** to **its closest** Target.
   - **Farthest from** - AI which is **farthest** from **its closest** Target.
   - An AI **will always** execute an Order against the **closest eligible Target**.
6. If there are multiple eligible, equally distant AI or Targets, resolve ties using 5.1 and 5.2 priority.
7. If there are no eligible AI that can execute the Order against eligible Targets, the order is ignored and the AI attempts to execute the next Order on the card.

AI ATTACK ELIGIBILITY LIMITS (5.1)

The following criteria limit an AI's eligibility to execute an **Attack Order**:

- An AI will **not attack long range** (7.7.1 AtB), unless specified to do so by the order.
- An AI will **never attack** a Target if it needs a modified 2D6 result of **11 or higher** to hit.
- An AI will **never attack into a CC hex**.
- An AI with CC penalties (7.7.3 AtB, such as MGs and Mortars) will not move into CC and will attempt to disengage if in CC.

ELIGIBLE AI ATTACK/MOVE PRIORITY (5.1.1, 5.2.1)

If more than one eligible AI is equally distant to a Target, the order will be executed by an:

1. **Unhit AI** before a Hit AI. If multiple eligible AI are Unhit, then
2. **To Move:** The AI with the **lowest cost to move,**

   To Fire: The AI with the **highest AR**. If more than one eligible AI has the same highest AR, then the **lowest cost to attack** has priority. If still tied, the AI **in the highest DM hex** will fire, then
3. Randomly determine which AI executes the order.

TARGET HIERARCHY FOR AI ATTACKS (5.1.2)

If eligible AI can execute an Attack against multiple, equally distant Units, then execute the order against:

- The Unit that is **easiest** to hit (lowest total DV), then
- The **Hit Unit**, then
- The **Fresh Unit**, then
- The Unit with the **highest AR**, then
- The unit with the **lowest cost to attack**, then
- The unit with the **lowest cost to move**, then
- Randomly determine a Unit.

AI MOVEMENT (5.2)

Towards - AI movement that does **not increase** the number of hexes to the Target. If an AI cannot move in a way that decreases the number of hexes to a target, it may instead **move into a target's flank**, **move into cover**, or **pivot**, as long as the number of hexes to the target does not increase.

Fire Zone (FZ) - A hex within LOS, Arc of Fire, and normal range of a unit with an AR ≥ 0.

TARGET HIERARCHY FOR AI MOVES (5.2.2)

If both a Unit and a Mission Objective are eligible to be moved towards, the AI will move towards the target listed first in the card's order.

If the eligible AI can execute a Move order against multiple, equally distant Units, then execute the order against:

1. The **Spent Unit**, then
2. The **Hit Unit**, then
3. The **Unit closest to a Mission Objective**, then
4. Randomly determine a Unit.

AI HEX MOVEMENT HIERARCHY (5.3)

Sometimes an AI can execute a Move order into more than one hex. In this case the AI will move:

1. To a hex that is **a fewer number of hexes away from the Target**, then
2. **Out of a Fire Zone**, then
3. Into the **highest DM hex**, then
4. **Towards an enemy's flank**, then
5. Randomly determine the hex the AI will move into.

AI FACING HIERARCHY (5.3.1)

When moving or pivoting, AI should always end up facing a hexside that includes in its Arc of Fire:

- The enemy Unit closest to it, then
- Its Mission Objective, then
- The most enemy Units in its LOS.

AI LOW RISK MOVE (5.3.2)

These Low Risk move restrictions are in addition to the AI Hex Movement Hierarchy above:

- AI **will not move into CC** or into a **Short Range** Fire Zone.
- **If not in a Fire Zone**, the AI:
  1. Will move into another non-Fire Zone hex, then
  2. Will move into a Fire Zone hex that has a DM.
- **If in a Fire Zone**, the AI:
  1. Will move into a non-Fire Zone hex, then
  2. Will move into a Fire Zone hex that has the same or higher DM as the AI's starting hex DM, then
  3. Will move towards the Target's flank (if the AI cannot move closer and the hex is the same or higher DM or not in a Fire Zone), then
  4. Will pivot towards a flanking Unit if the AI cannot move.

STACKING (5.5)

AIs never stack with other AIs, unless being transported or ordered to do so in the Mission. If an AI move would stack it with another AI, it must move into a different hex or, if this is not possible or against orders, not move at all and another eligible AI moves instead.